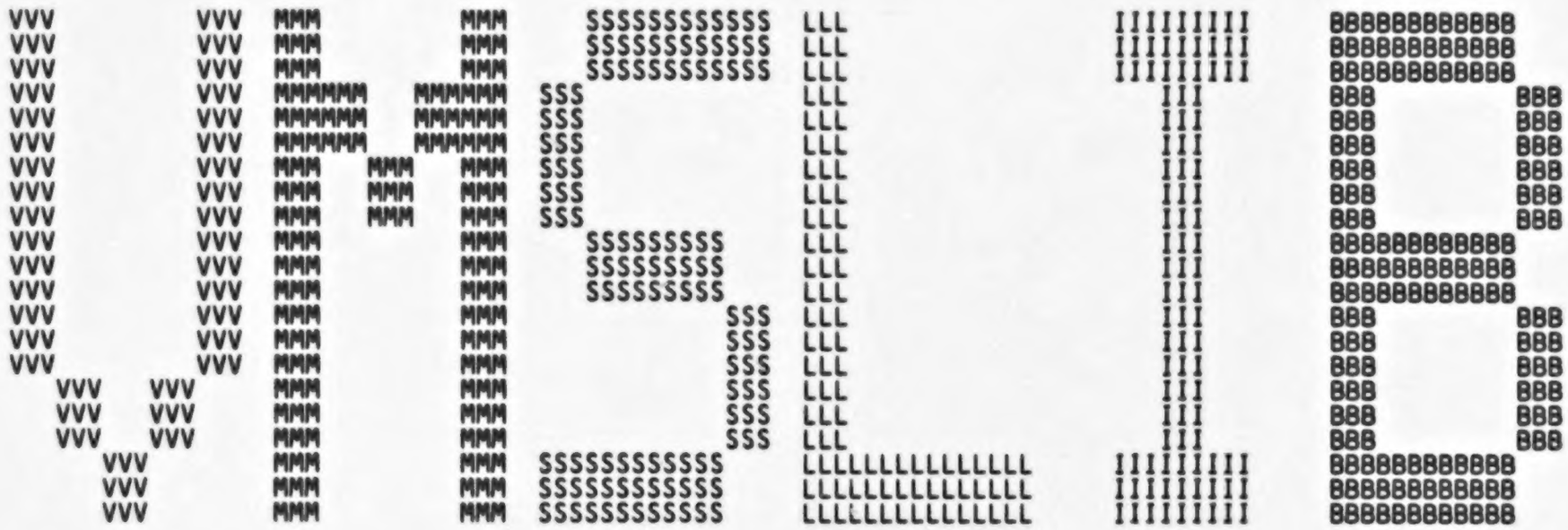
VVV VVV MMM MMM SSSSSSSSSSS LLL IIIIIIIII BBBBBBBBBBB
VVV VVV MMM MMM SSSSSSSSSSS LLL IIIIIIIII BBBBBBBBBBB
VVV VVV MMM MMM SSSSSSSSSSS LLL IIIIIIIII BBBBBBBBBBB
VVV VVV MMMMMM MMMMMM SSS LLL III BBB BBB
VVV VVV MMMMMM MMMMMM SSS LLL III BBB BBB
VVV VVV MMMMMM MMMMMM SSS LLL III BBB BBB
VVV VVV MMM MMM MMM SSS LLL III BBB BBB
VVV VVV MMM MMM MMM SSS LLL III BBB BBB
VVV VVV MMM MMM MMM SSS LLL III BBB BBB
VVV VVV MMM MMM SSSSSSSSS LLL III BBBBBBBBBBB
VVV VVV MMM MMM SSSSSSSSS LLL III BBBBBBBBBBB
VVV VVV MMM MMM SSSSSSSSS LLL III BBBBBBBBBBB
VVV VVV MMM MMM SSS LLL III BBB BBB
VVV VVV MMM MMM SSS LLL III BBB BBB
VVV VVV MMM MMM SSS LLL III BBB BBB
VVV VVV MMM MMM SSS LLL III BBB BBB
VVV VVV MMM MMM SSS LLL III BBB BBB
VVV VVV MMM MMM SSS LLL III BBB BBB
VVV MMM MMM SSSSSSSSSSS LLLLLLLLLLLLLLL IIIIIIIII BBBBBBBBBBB
VVV MMM MMM SSSSSSSSSSS LLLLLLLLLLLLLLL IIIIIIIII BBBBBBBBBBB
VVV MMM MMM SSSSSSSSSSS LLLLLLLLLLLLLLL IIIIIIIII BBBBBBBBBBB
VVV MMM MMM SSSSSSSSSSS LLLLLLLLLLLLLLL IIIIIIIII BBBBBBBBBBB

```
  SSSSSSSS    CCCCCCCC  RRRRRRRR    VV      VV  EEEEEEEEEE    CCCCCCCC  TTTTTTTTTT    OOOOOO    RRRRRRRR
  SSSSSSSS    CCCCCCCC  RRRRRRRR    VV      VV  EEEEEEEEEE    CCCCCCCC  TTTTTTTTTT    OOOOOO    RRRRRRRR
SS          CC          RR      RR  VV      VV  EE          CC              TT      OO      OO  RR      RR
SS          CC          RR      RR  VV      VV  EE          CC              TT      OO      OO  RR      RR
SS          CC          RR      RR  VV      VV  EE          CC              TT      OO      OO  RR      RR
SS          CC          RR      RR  VV      VV  EE          CC              TT      OO      OO  RR      RR
  SSSSSS    CC          RRRRRRRR    VV      VV  EEEEEEEE    CC              TT      OO      OO  RRRRRRRR
  SSSSSS    CC          RRRRRRRR    VV      VV  EEEEEEEE    CC              TT      OO      OO  RRRRRRRR
        SS  CC          RR  RR      VV      VV  EE          CC              TT      OO      OO  RR  RR
        SS  CC          RR  RR      VV      VV  EE          CC              TT      OO      OO  RR  RR
        SS  CC          RR    RR      VV  VV    EE          CC              TT      OO      OO  RR    RR          ....
        SS  CC          RR    RR      VV  VV    EE          CC              TT      OO      OO  RR    RR          ....
SSSSSSSS      CCCCCCCC  RR      RR      VV      EEEEEEEEEE    CCCCCCCC      TT        OOOOOO    RR      RR        ....
SSSSSSSS      CCCCCCCC  RR      RR      VV      EEEEEEEEEE    CCCCCCCC      TT        OOOOOO    RR      RR        ....
```

```
LL            IIIIII      SSSSSSSS
LL            IIIIII      SSSSSSSS
LL              II      SS
LL              II      SS
LL              II      SS
LL              II      SS
LL              II        SSSSSS
LL              II        SSSSSS
LL              II              SS
LL              II              SS
LL              II              SS
LL              II              SS
LLLLLLLLLL    IIIIII    SSSSSSSS
LLLLLLLLLL    IIIIII    SSSSSSSS
```

Table of contents

```
0000     1          .TITLE  SCR$VECTOR - Entry vectors for Screen Package
0000     2          .IDENT  'V04-000'                       ; File: SCRVECTOR.MAR Edit: SBL1002
0000     3
0000     4  ;
0000     5  ;*****************************************************************************
0000     6  ;*                                                                           *
0000     7  ;*  COPYRIGHT (c) 1978, 1980, 1982, 1984 BY                                  *
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0000    23  ;*  SOFTWARE ON EQUIPMENT WHICH IS NOT SUPPLIED BY DIGITAL.                  *
0000    24  ;*                                                                           *
0000    25  ;*                                                                           *
0000    26  ;*****************************************************************************
0000    27  ;
0000    28
0000    29  ;++
0000    30  ; FACILITY: Terminal-independent Screen Procedures
0000    31  ;
0000    32  ; ABSTRACT:
0000    33  ;
0000    34  ;       This module contains the entry vector definitions for the
0000    35  ;       Run-Time Library Terminal-Independent Screen Handling Procedures
0000    36  ;
0000    37  ; ENVIRONMENT: Runs at any access mode, AST Reentrant
0000    38  ;
0000    39  ; AUTHOR: Steven B. Lionel, CREATION DATE: 26-Oct-1981
0000    40  ;
0000    41  ; MODIFIED BY:
0000    42  ;
0000    43  ; 1-001 - Original. SBL 26-Oct-1981
0000    44  ; 1-002 - Change PSECT name to $$VECTOR so that it sorts first alphabetically.
0000    45  ;           SBL 4-Dec-1981
0000    46  ;--
```

```
                        .SBTTL  DECLARATIONS
;
; LIBRARY MACRO CALLS:
;
;       NONE
;
; EXTERNAL DECLARATIONS:
;
        .DSABL  GBL             ; Force all external symbols to be declared
;
; MACROS:
;

;+
; Macro to define an entry vector.  If NAME does not have a .ENTRY of
; its own, the corresponding .ENTRY name must be specified as ALTMASK.
;-

        .MACRO  VECTOR  NAME, ALTMASK
        .EXTRN          NAME
        .TRANSFER       NAME
        .IF BLANK ALTMASK
        .MASK           NAME
        .IFF
        .MASK           ALTMASK
        .ENDC
        JMP             NAME+2
        .ENDM

        .LIST   MEB                     ; generate listing for code generated

;
; EQUATED SYMBOLS:
;
;       NONE
;
; OWN STORAGE:
;
;       NONE
;
; PSECT DECLARATIONS:
;
        .PSECT $$VECTOR PIC, USR, CON, REL, LCL, SHR, -
                        EXE, RD, NOWRT, LONG
```

```
                     0000     95 ;+
                     0000     96 ; Define vectored entry points for the screen package.
                     0000     97 ;-
                     0000     98
                     0000     99         VECTOR  LIB$ERASE_PAGE
             0000'   0000                .MASK           LIB$ERASE_PAGE
00000002'EF    17   0002                JMP             LIB$ERASE_PAGE+2
                     0008    100         VECTOR  SCR$ERASE_PAGE
             0000'   0008                .MASK           SCR$ERASE_PAGE
00000002'EF    17   000A                JMP             SCR$ERASE_PAGE+2
                     0010    101         VECTOR  SCR$ERASE, SCR$ERASE_PAGE       ; Obsolete
             0000'   0010                .MASK           SCR$ERASE_PAGE
00000002'EF    17   0012                JMP             SCR$ERASE+2
                     0018    102
                     0018    103         VECTOR  LIB$ERASE_LINE
             0000'   0018                .MASK           LIB$ERASE_LINE
00000002'EF    17   001A                JMP             LIB$ERASE_LINE+2
                     0020    104         VECTOR  SCR$ERASE_LINE
             0000'   0020                .MASK           SCR$ERASE_LINE
00000002'EF    17   0022                JMP             SCR$ERASE_LINE+2
                     0028    105
                     0028    106         VECTOR  LIB$PUT_LINE
             0000'   0028                .MASK           LIB$PUT_LINE
00000002'EF    17   002A                JMP             LIB$PUT_LINE+2
                     0030    107         VECTOR  SCR$PUT_LINE
             0000'   0030                .MASK           SCR$PUT_LINE
00000002'EF    17   0032                JMP             SCR$PUT_LINE+2
                     0038    108
                     0038    109         VECTOR  LIB$SET_CURSOR
             0000'   0038                .MASK           LIB$SET_CURSOR
00000002'EF    17   003A                JMP             LIB$SET_CURSOR+2
                     0040    110         VECTOR  SCR$SET_CURSOR
             0000'   0040                .MASK           SCR$SET_CURSOR
00000002'EF    17   0042                JMP             SCR$SET_CURSOR+2
                     0046    111
                     0048    112         VECTOR  LIB$PUT_SCREEN
             0000'   0048                .MASK           LIB$PUT_SCREEN
00000002'EF    17   004A                JMP             LIB$PUT_SCREEN+2
                     0050    113         VECTOR  SCR$PUT_SCREEN
             0000'   0050                .MASK           SCR$PUT_SCREEN
00000002'EF    17   0052                JMP             SCR$PUT_SCREEN+2
                     0058    114
                     0058    115         VECTOR  LIB$GET_SCREEN, SCR$GET_SCREEN
             0000'   0058                .MASK           SCR$GET_SCREEN
00000002'EF    17   005A                JMP             LIB$GET_SCREEN+2
                     0060    116         VECTOR  SCR$GET_SCREEN
             0000'   0060                .MASK           SCR$GET_SCREEN
00000002'EF    17   0062                JMP             SCR$GET_SCREEN+2
                     0068    117
                     0068    118         VECTOR  LIB$DOWN_SCROLL, SCR$DOWN_SCROLL
             0000'   0068                .MASK           SCR$DOWN_SCROLL
00000002'EF    17   006A                JMP             LIB$DOWN_SCROLL+2
                     0070    119         VECTOR  SCR$DOWN_SCROLL
             0000'   0070                .MASK           SCR$DOWN_SCROLL
00000002'EF    17   0072                JMP             SCR$DOWN_SCROLL+2
                     0078    120
                     0078    121         VECTOR  LIB$UP_SCROLL, SCR$UP_SCROLL
```

```
                 0000' 0078                     .MASK           SCR$UP_SCROLL
00000002'EF        17  007A                     JMP             LIB$UP_SCROLL+2
                       0080   122               VECTOR  SCR$UP_SCROLL
                 0000' 0080                     .MASK           SCR$UP_SCROLL
00000002'EF        17  0082                     JMP             SCR$UP_SCROLL+2
                       0088   123
                       0088   124               VECTOR  LIB$SET_SCROLL
                 0000' 0088                     .MASK           LIB$SET_SCROLL
00000002'EF        17  008A                     JMP             LIB$SET_SCROLL+2
                       0090   125               VECTOR  SCR$SET_SCROLL
                 0000' 0090                     .MASK           SCR$SET_SCROLL
00000002'EF        17  0092                     JMP             SCR$SET_SCROLL+2
                       0098   126
                       0098   127               VECTOR  LIB$SET_BUFFER, SCR$SET_BUFFER
                 0000' 0098                     .MASK           SCR$SET_BUFFER
00000002'EF        17  009A                     JMP             LIB$SET_BUFFER+2
                       00A0   128               VECTOR  SCR$SET_BUFFER
                 0000' 00A0                     .MASK           SCR$SET_BUFFER
00000002'EF        17  00A2                     JMP             SCR$SET_BUFFER+2
                       00A8   129
                       00A8   130               VECTOR  LIB$PUT_BUFFER
                 0000' 00A8                     .MASK           LIB$PUT_BUFFER
00000002'EF        17  00AA                     JMP             LIB$PUT_BUFFER+2
                       00B0   131               VECTOR  SCR$PUT_BUFFER
                 0000' 00B0                     .MASK           SCR$PUT_BUFFER
00000002'EF        17  00B2                     JMP             SCR$PUT_BUFFER+2
                       00B8   132
                       00B8   133               VECTOR  LIB$SCREEN_INFO
                 0000' 00B8                     .MASK           LIB$SCREEN_INFO
00000002'EF        17  00BA                     JMP             LIB$SCREEN_INFO+2
                       00C0   134               VECTOR  SCR$SCREEN_INFO
                 0000' 00C0                     .MASK           SCR$SCREEN_INFO
00000002'EF        17  00C2                     JMP             SCR$SCREEN_INFO+2
                       00C8   135
                       00C8   136               VECTOR  LIB$SET_OUTPUT
                 0000' 00C8                     .MASK           LIB$SET_OUTPUT
00000002'EF        17  00CA                     JMP             LIB$SET_OUTPUT+2
                       00D0   137               VECTOR  SCR$SET_OUTPUT
                 0000' 00D0                     .MASK           SCR$SET_OUTPUT
00000002'EF        17  00D2                     JMP             SCR$SET_OUTPUT+2
                       00D8   138
                       00D8   139               VECTOR  LIB$STOP_OUTPUT, SCR$STOP_OUTPUT
                 0000' 00D8                     .MASK           SCR$STOP_OUTPUT
00000002'EF        17  00DA                     JMP             LIB$STOP_OUTPUT+2
                       00E0   140               VECTOR  SCR$STOP_OUTPUT
                 0000' 00E0                     .MASK           SCR$STOP_OUTPUT
00000002'EF        17  00E2                     JMP             SCR$STOP_OUTPUT+2
                       00E8   141
                       00E8   142               .END                                    ; End of module SCR$VECTOR
```

```
LIB$DOWN_SCROLL  ********  X  01
LIB$ERASE_LINE   ********  X  01
LIB$ERASE_PAGE   ********  X  01
LIB$GET_SCREEN   ********  X  01
LIB$PUT_BUFFER   ********  X  01
LIB$PUT_LINE     ********  X  01
LIB$PUT_SCREEN   ********  X  01
LIB$SCREEN_INFO  ********  X  01
LIB$SET_BUFFER   ********  X  01
LIB$SET_CURSOR   ********  X  01
LIB$SET_OUTPUT   ********  X  01
LIB$SET_SCROLL   ********  X  01
LIB$STOP_OUTPUT  ********  X  01
LIB$UP_SCROLL    ********  X  01
SCR$DOWN_SCROLL  ********  X  01
SCR$ERASE        ********  X  01
SCR$ERASE_LINE   ********  X  01
SCR$ERASE_PAGE   ********  X  01
SCR$GET_SCREEN   ********  X  01
SCR$PUT_BUFFER   ********  X  01
SCR$PUT_LINE     ********  X  01
SCR$PUT_SCREEN   ********  X  01
SCR$SCREEN_INFO  ********  X  01
SCR$SET_BUFFER   ********  X  01
SCR$SET_CURSOR   ********  X  01
SCR$SET_OUTPUT   ********  X  01
SCR$SET_SCROLL   ********  X  01
SCR$STOP_OUTPUT  ********  X  01
SCR$UP_SCROLL    ********  X  01
```

Psect synopsis

PSECT name	Allocation	PSECT No.	Attributes
. ABS .	00000000 (0.)	00 (0.)	NOPIC USR CON ABS LCL NOSHR NOEXE NORD NOWRT NOVEC BYTE
$$VECTOR	000000E8 (232.)	01 (1.)	PIC USR CON REL LCL SHR EXE RD NOWRT NOVEC LONG

Performance indicators

Phase	Page faults	CPU Time	Elapsed Time
Initialization	32	00:00:00.10	00:00:00.64
Command processing	118	00:00:00.57	00:00:03.06
Pass 1	95	00:00:00.93	00:00:02.81
Symbol table sort	0	00:00:00.01	00:00:00.01
Pass 2	50	00:00:00.46	00:00:00.88
Symbol table output	4	00:00:00.03	00:00:00.24
Psect synopsis output	2	00:00:00.02	00:00:00.02
Cross-reference output	0	00:00:00.00	00:00:00.00
Assembler run totals	303	00:00:02.12	00:00:07.66

The working set limit was 900 pages.
8228 bytes (17 pages) of virtual memory were used to buffer the intermediate code.

```
There were 10 pages of symbol table space allocated to hold 29 non-local and 0 local symbols.
142 source lines were read in Pass 1, producing 12 object records in Pass 2.
1 page of virtual memory was used to define 1 macro.

                                        +----------------------------+
                                        ! Macro library statistics !
                                        +----------------------------+

Macro library name                                  Macros defined
------------------                                  --------------
_$255$DUA28:[SYS.OBJ]LIB.MLB;1                                0
_$255$DUA28:[SYSLIB]STARLET.MLB;2                             0
TOTALS (all libraries)                                        0

0 GETS were required to define 0 macros.

There were no errors, warnings or information messages.

MACRO/DISA=TRACE/LIS=LIS$:SCRVECTOR/OBJ=OBJ$:SCRVECTOR MSRC$:SCRVECTOR/UPDATE=(ENH$:SCRVECTOR)+EXECML$/LIB
```

SYSGMSG
LIS

SCRINPUT
LIS

SCRMISC
LIS

SCRREQ
LIS

SETPRIV
LIS

SHRMSG
LIS

TPARSE
LIS

SCRCLB
LIS

SCRVECTOR
LIS

SSMSG
LIS